HOW TO PLAY

BLADES OF STEEL™

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of Blades of Steel, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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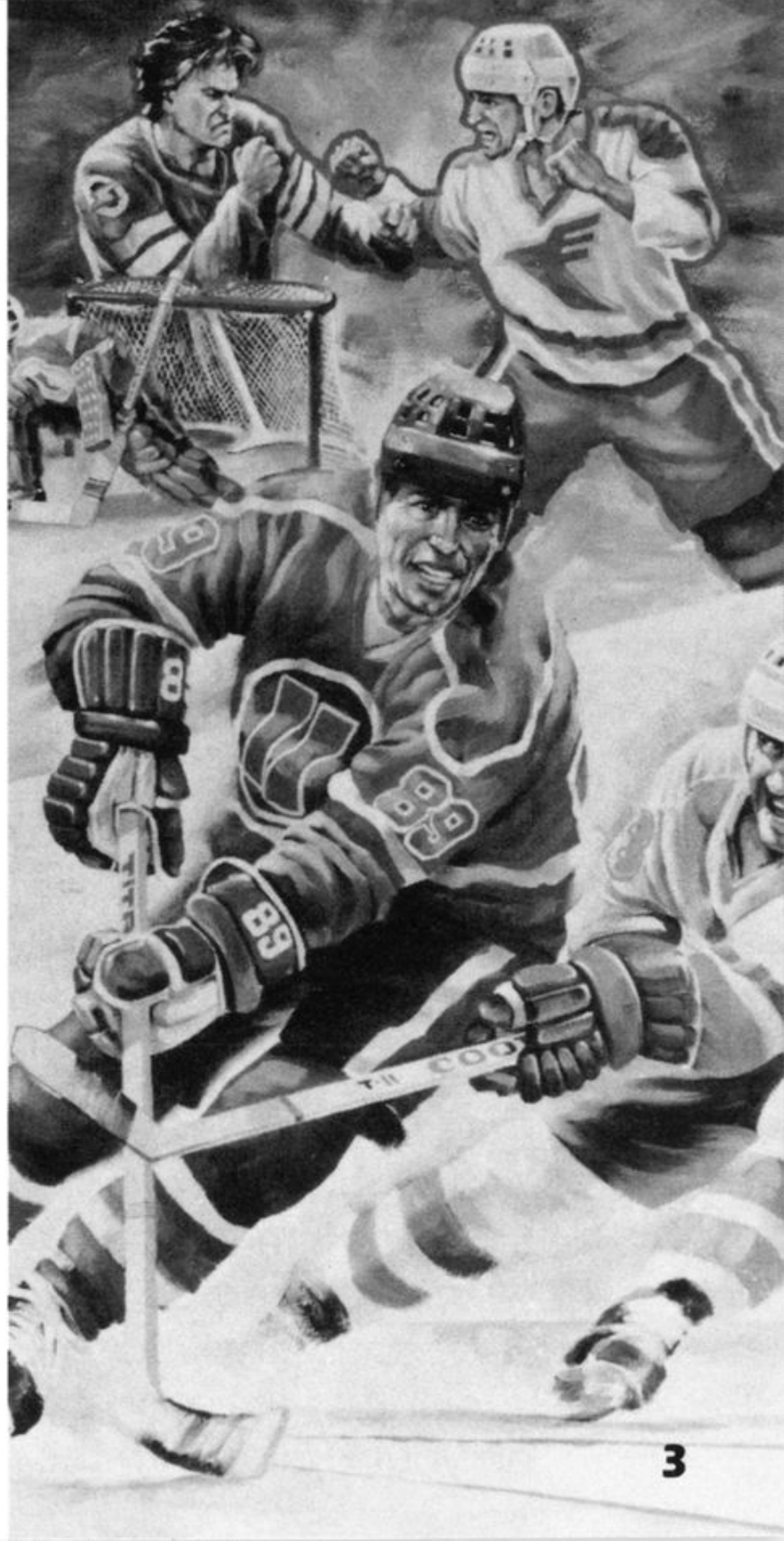


WELCOME TO THE BIG TIME

After a hard nosed season in the teeth smashing NHL farm system, you've finally slap shot your way into the pros. Now you're just another no name rookie up against the finest fore-checkers ever to grace the rink.

You've got confidence, and with stick in hand you're looking to bring home the cup, win MVP, make the covers of major sports magazines, and date a beautiful New York model (not necessarily in that order).

But you'll soon learn that in this league nothing's ever given to you, and before you can reach your goals—you gotta score 'em! You've gotta possess both the artful skill of a finesse player and the bone crushing brutality of an enforcer. You've gotta defend the goal against unrelenting power plays. And finally, defend yourself when anger flares, gloves come off, and fists start flying.

So strap on Blades of Steel, and prepare to make a name for yourself. Or be put on ice by the hottest hit men in hockey!

HOW TO BEGIN

Blades of Steel consists of three grueling periods laced with non-stop action. Use the SELECT Button to choose either (1) or (2) player mode, then hit the START Button.

One Player Mode: If only one player takes the ice, you'll face off against tough computer competition. Begin by pressing the SELECT Button for "Exhibition" or "Tournament" play. Press A Button to lock on your selection.

Next, use the SELECT Button to decide on one of three challenging levels—Junior (for beginners), College (for intermediate) or Pro (for advanced). Lock on your choice with the A Button.

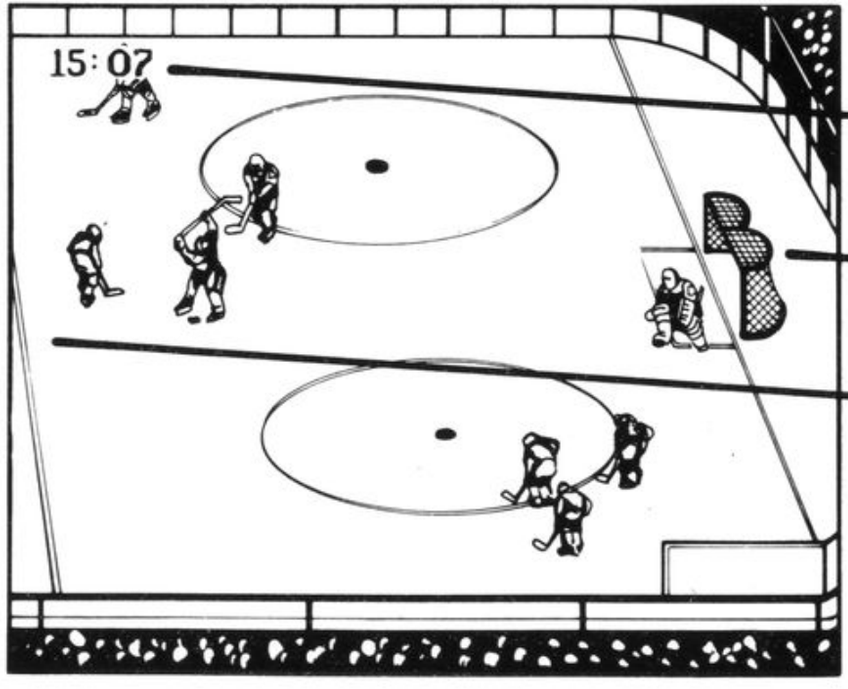
Finally, press the SELECT Button to choose the team you wish to captain, and again lock on with A Button. Then select the team name for your computer opponent by repeating this step.

Note: If you've chosen the Tournament mode, the computer will automatically select the opposing team. At the conclusion of the Tournament selection process, hit the START Button to display the pairings.

Two Player Mode: If you're challenging a friend, you both pick a team using the SELECT Button, locking on with the A Button. In two player mode you cannot select Tournament play or Level.

If for any reason you want to change your selections in either mode before the game begins, hit the B Button to repeat the process.

When all decisions are final, press the A Button to bring the teams onto the ice for a stick slashing good time!



THE KONAMI ARENA

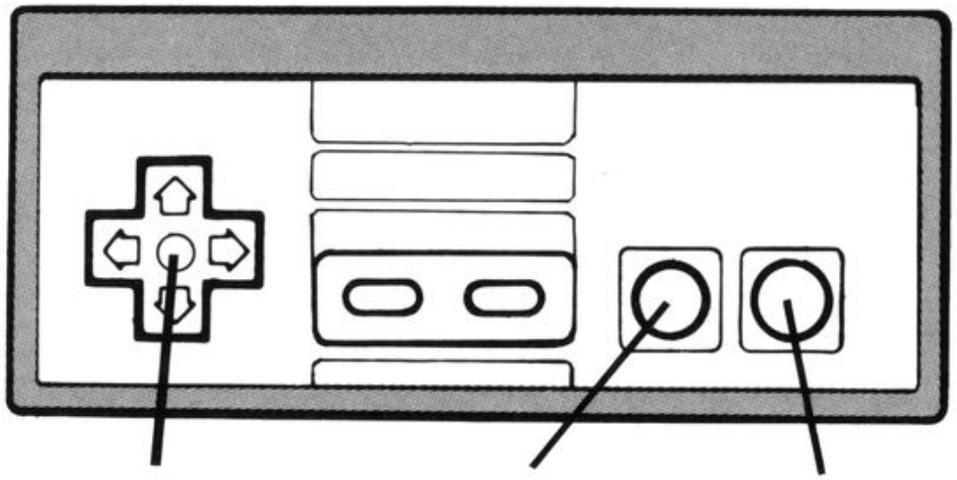
Game Clock

Goal

Blue Line

This 70,000 seat mega arena is sold-out until the year 2,010. Luckily, you've got the best seat in the house: Center Ice.

OFFENSIVE CONTROL



Control Pad

Press to maneuver player with puck in eight different directions.

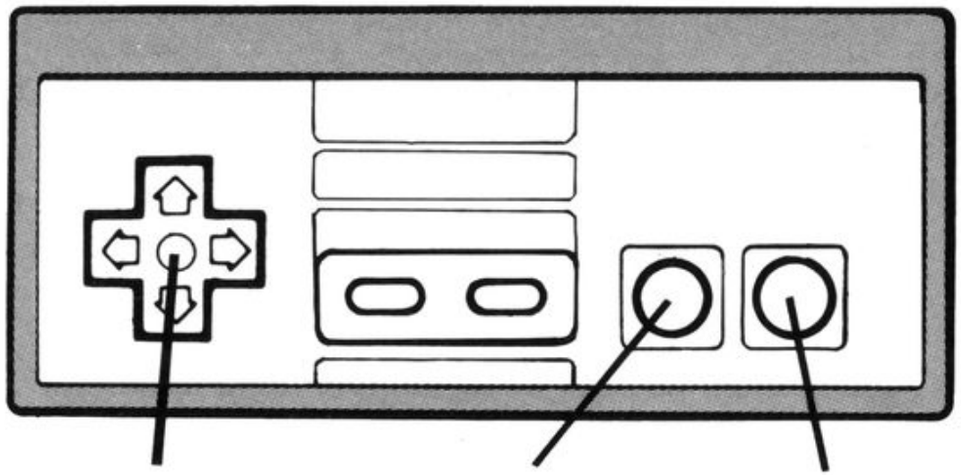
B Button

Aim the player controlling the puck toward a teammate, then press B Button to make a precision pass.

A Button

Press to shoot. Note: Shots are automatically aimed at the moving arrow in front of the defender's goal.

DEFENSIVE CONTROL



Control Pad

Press to maneuver flashing defender in eight different directions. Also press to control your goalie who should be kept in line with the moving arrow at all times. Note: Press UP and DOWN to move goalie left and right. Press LEFT and RIGHT to move him in and out.

B Button

Press to switch control of your flashing man to the defender nearest the puck.

A Button

Not used when you're on defense.

RULES OF ENGAGEMENT

FACE-OFFS

At the beginning of each period, and after icing calls, the ref will line up the teams for a traditional, quick wristed face-off. The first player to hit the B Button when the puck is dropped will get the first shot to strike offensively.

ICING CALLS

Icing occurs when a player shoots from his own territory and the puck slides the length of the rink, past the opposing team's goal, without being touched. When the opponent takes control of the puck from behind his net, icing will be whistled and a face-off will occur.

SLASHING & CHECKING

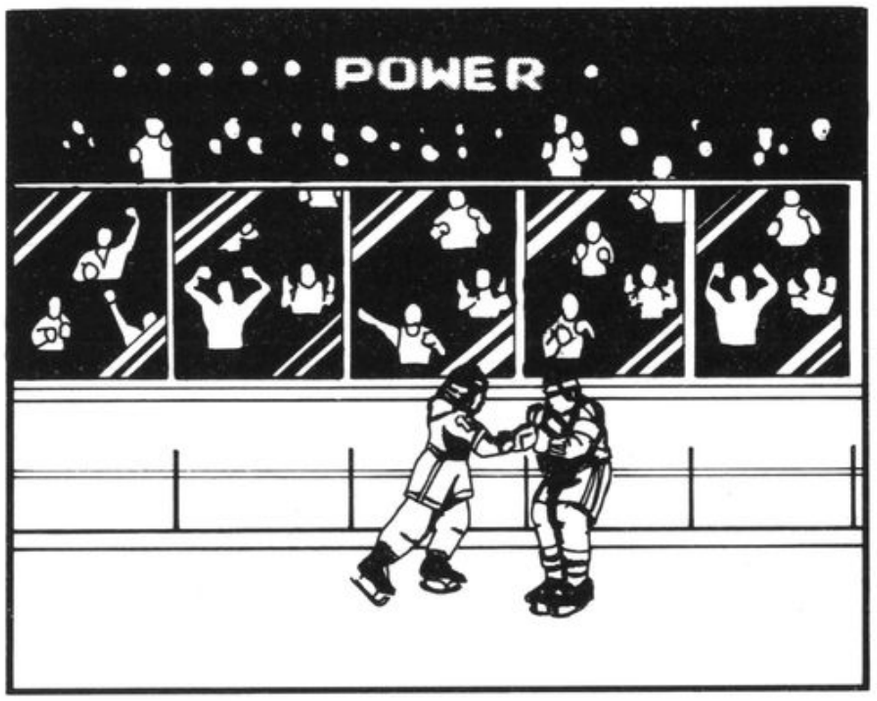
If a player gets too rough (if that's really possible in this sport) a fight will break out or a penalty will be called. This usually happens if you repeatedly check the opponent.

If there's a fight, the screen will switch to a battle mode, and the loser of the fight will be sent to the penalty box for a set time (see page 8 for details).

If there's a penalty called, a penalty shot will be awarded to the player who was victimized by the slasher (see page 9 for details).

YOU GOTTA FIGHT (For Your Right To Victory)

Hockey greats are generally known to have short fuses, and in Blades of Steel, that stereotype explodes into full blown fight scenes when the fore-checking gets outta control!



HOW TO DUKE IT OUT

Get in your best shots by punching B Button. To cover up and protect your good looks, press A Button for the classic rope-a-dope stance.

Also use the CONTROL PAD, pressing UP or DOWN together with the B Button to throw blows to either the chin or stomach. And press together with the A Button to raise or lower your guard.

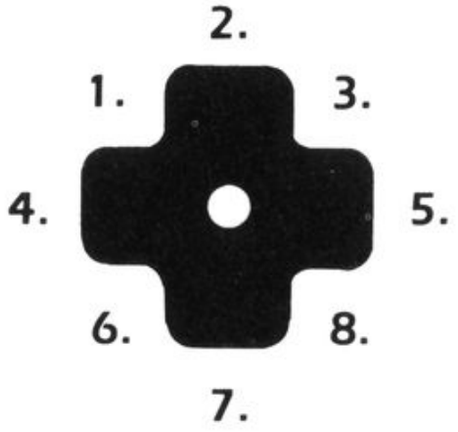
By the way, if you lose the fight and get knocked on your tail, you'll be sent to the penalty box, giving your opponent a Power Play. Your team won't return to full strength until a referee blows the whistle.

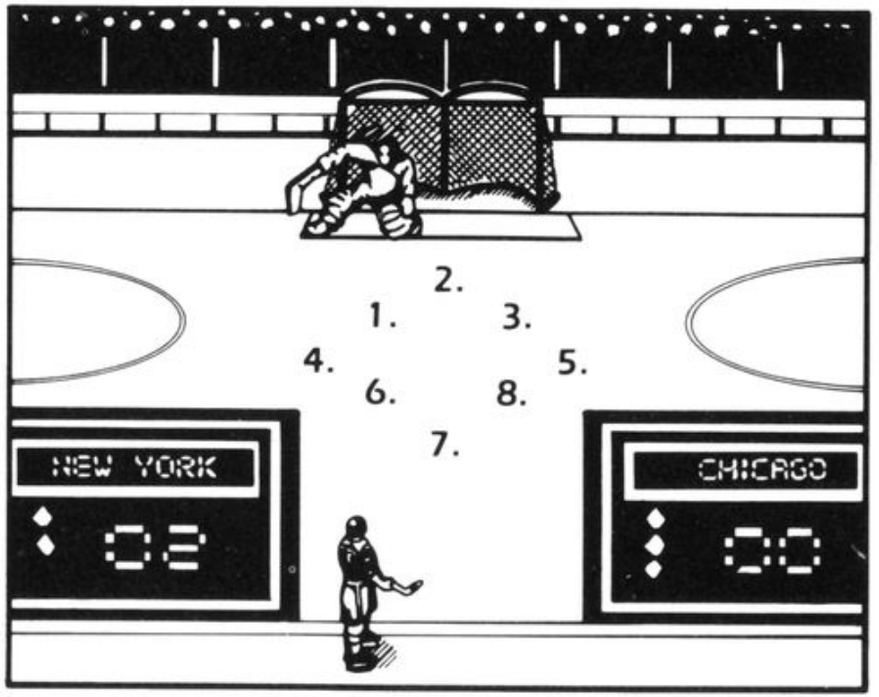
THE PENALTY AND OVERTIME SCENE

If a fight breaks out and the ref intervenes before fists are bruised, a penalty shot will be awarded. If a game ends tied, 5 overtime bonus shots are taken by each team, with the victor ultimately decided by the guy with the most extra goals. If the game remains evenly knotted after the 5 shots, it's on to a one shot Sudden Death finale!

HOW TO TAKE CONTROL DURING PENALTIES AND OVERTIME

If you're the slap shooter, use the CONTROL PAD to aim your shot, then press B Button. If you're defending the net, use the CONTROL PAD together with the B Button to try and block the shot. NOTE: By using the CONTROL PAD, there are eight different points you can shoot at or defend.





Control Pad directional numbers correspond with numbers in illustration.

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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